

DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUU	UUU	GGGGGGGGGGGG
DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUU	UUU	GGGGGGGGGGGG
DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUU	UUU	GGGGGGGGGGGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUUUUUUUUUUUUU	UUUUUUUUUUUUUU	GGGGGGGGGG
DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUUUUUUUUUUUUU	UUUUUUUUUUUUUU	GGGGGGGGGG
DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUUUUUUUUUUUUU	UUUUUUUUUUUUUU	GGGGGGGGGG

```
DDDDDDDD  BBBB BBBB  GGGGGGGG  EEEEEEEEE  XX      XX  CCCCCCCC
DDDDDDDD  BBBB BBBB  GGGGGGGG  EEEEEEEEE  XX      XX  CCCCCCCC
DD      DD  BB      BB  GG      GG  EE      EE  XX      XX  CC
DD      DD  BB      BB  GG      GG  EE      EE  XX      XX  CC
DD      DD  BB      BB  GG      GG  EE      EE  XX      XX  CC
DD      DD  BBBB BBBB  GG      GG  EEEEEEEE  XX      XX  CC
DD      DD  BBBB BBBB  GG      GG  EEEEEEEE  XX      XX  CC
DD      DD  BB      BB  GG      GG  EE      EE  XX      XX  CC
DD      DD  BB      BB  GG      GG  EE      EE  XX      XX  CC
DD      DD  BB      BB  GG      GG  EE      EE  XX      XX  CC
DDDDDDDD  BBBB BBBB  GGGGGG  EEEEEEEEE  XX      XX  CCCCCCCC
DDDDDDDD  BBBB BBBB  GGGGGG  EEEEEEEEE  XX      XX  CCCCCCCC
```

```
LL      LL  SSSSSSSS
LL      LL  SSSSSSSS
LL      LL  SS
LL      LL  SS
LL      LL  SS
LL      LL  SSSSSS
LL      LL  SSSSSS
LL      LL  SS
LL      LL  SS
LL      LL  SS
LLLLLLLLLL  IIIIIII  SSSSSSSS
LLLLLLLLLL  IIIIIII  SSSSSSSS
```

```
1 0001 0 MODULE DBGEXC (IDENT = 'V04-000') =
2 0002 0
3 0003 1 BEGIN
4 0004 1
5 0005 1 *****
6 0006 1 *
7 0007 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY
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24 0024 1 *
25 0025 1 *****
26 0026 1
27 0027 1
28 0028 1 WRITTEN BY
29 0029 1 Carol Peters, 05 Oct 1976: Version 01
30 0030 1
31 0031 1 MODULE FUNCTION
32 0032 1 This module contains DEBUG's Primary Exception Handler and associated
33 0033 1 routines. DEBUG's Primary Handler is actually located in module
34 0034 1 DBGSTART, but that code calls DBG$EXC_HANDLER in this module to do
35 0035 1 most of the work of handling primary exceptions.
36 0036 1
37 0037 1 Revision History
38 0038 1 R. Title May 1983 Most of the original code was
39 0039 1 removed from this module.
40 0040 1 P. Sager Aug 1983 Added a read error count to force
41 0041 1 DEBUG to take exit.
42 0042 1 P. Sager Aug 1983 Added the Facility code and Bit 15
43 0043 1 in Message number test in
44 0044 1 DBG$EXCEPTION_IS_FAULT and
45 0045 1 DBG$PUTMSG. This is also a bug
46 0046 1 reported by our user through SPR.
47 0047 1 REQUIRE 'SRC$:DBGPROLOG.REQ';
48 0181 1
49 0182 1 LIBRARY 'LIB$:DBGGEN.L32';
50 0183 1
51 0184 1 FORWARD ROUTINE
52 0185 1 DBG$CREATE_VIRTUAL_KEYBOARD, : Initialize keypad input
53 0186 1 DBG$COMMAND PROC : NOVALUE, : Accepts a command from the user
54 0187 1 DBG$EXC_HANDLER, : Handles DEBUG set exception conditions
55 0188 1 DBG$EXCEPTION_IS_FAULT, : If exception is fault, true
56 0189 1 DBG$PUTMSG : NOVALUE; : Checks exception type before calling
57 0190 1 SYSS$PUTMSG
```



```
59 0191 1 EXTERNAL ROUTINE
60 0192 1   DBGS$INIT_STEP : NOVALUE,      ! Reset step level to what is
61 0193 1   DBGS$KEY_INITIALIZE: NOVALUE, ! Keypad initialization
62 0194 1   DBGS$SET_STP_LVL : NOVALUE,    ! Needed at BEGIN OF COMMAND
63 0195 1   DBGS$REL_MEMORY : NOVALUE,     ! Releases free storage
64 0196 1   DBGS$GET_MEMORY,              ! Allocates free storage
65 0197 1   DBGS$OUT_MESSAGE : NOVALUE,    ! Writes string descriptor message
66 0198 1                                   ! to DBGS$OUTPUT
67 0199 1   DBGS$NCONTROL : NOVALUE,       ! New debugger control routine
68 0200 1   DBGS$CIS_ADD,                  ! Add a link to the cis
69 0201 1   DBGS$CIS_REMOVE,               ! Remove a link from the cis
70 0202 1   DBGS$FINAL_HANDL,              ! Call frame exception handler
71 0203 1   DBGS$SCR_GENERATE_SCREEN: NOVALUE, ! Generate all automatic screen displays
72 0204 1   DBGS$SCR_OUTPUT_SCREEN: NOVALUE, ! Output Screen Displays to terminal
73 0205 1   DBGS$EXCEPTION_HANDLER,       ! New Event exception handler
74 0206 1   DBGS$ACTIVATE_EVENTS : NOVALUE, ! Activate events
75 0207 1   SMG$CREATE_KEY_TABLE,          ! Keypad initialization routine
76 0208 1   SMG$CREATE_VIRTUAL_KEYBOARD,   ! Keypad initialization routine
77 0209 1   SMG$READ_COMPOSED_LINE,        ! Keypad input
78 0210 1   SYSS$PUTMSG: ADDRESSING_MODE(GENERAL); ! System output message routine
79 0211 1
80 0212 1 EXTERNAL
81 0213 1   DBGS$GB_KEYPAD_INPUT: BYTE,      ! TRUE if keypad input is enabled
82 0214 1   DBGS$GL_KEYBOARD_ID,
83 0215 1   DBGS$GB_LANGUAGE: BYTE,         ! Language setting
84 0216 1   DBGS$GL_KEY_TABLE_ID,
85 0217 1   DBGS$GB_DEF_OUT: VECTOR[BYTE],  ! Current OUTPUT configuration
86 0218 1   DBGS$GL_EXIT_STATUS,            ! Last known user error status
87 0219 1   DBGS$GL_INPRAB: BLOCK[BYTE],    ! RAB for 'INPUT'
88 0220 1   DBGS$GL_OUTPRAB: BLOCK[BYTE],   ! RAB for 'OUTPUT'
89 0221 1   DBGS$GL_LOGRAB: BLOCK[BYTE],    ! RAB for LOG file
90 0222 1   DBGS$GL_LOG_BUF,                ! Ptr to log filespec
91 0223 1   DBGS$GL_READERR_CNT,            ! Read error count
92 0224 1   DBGS$GL_SCREEN_MODE,           ! Set to TRUE if screen mode is active
93 0225 1   DBGS$GL_CISHEAD: REF CISS$LINK, ! Head of command input stream
94 0226 1   DBGS$GV_CONTROL: DBGS$CONTROL_FLAGS; ! DEBUG control bits
95 0227 1
96 0228 1 ! Declare a global which is used to store the address of the exit handler
97 0229 1 ! routine declared by SMG$CREATE_VIRTUAL_KEYBOARD.
98 0230 1
99 0231 1 GLOBAL
100 0232 1   DBGS$GL_SMG_EXIT_HANDLER : INITIAL(0);
101 0233 1
102 0234 1 ! Declare an own variable which says whether keypad initialization
103 0235 1 ! has been done yet.
104 0236 1
105 0237 1 OWN
106 0238 1   KEYPAD_INITIALIZATION_DONE: INITIAL(0);
107 0239 1
108 0240 1 EXTERNAL LITERAL
109 0241 1   SMG$_EOF;                      ! End-of-file code
110 0242 1
111 0243 1 MACRO
112 0244 1   ! INP_READ_ERROR signals any RMS error encountered when reading input
113 0245 1   !
114 M 0246 1   INP_READ_ERROR =
115 M 0247 1   BEGIN
```

```
116 M 0248 1 LOCAL
117 M 0249 1 FAB_PTR : REF $FAB_DECL
118 M 0250 1 MSG_DESC : BLOCK [8, BYTE];
119 M 0251 1
120 M 0252 1 FAB_PTR = .INPRAB [RAB$L_FAB];
121 M 0253 1 MSG_DESC [DSC$W_LENGTH] = .FAB_PTR [FAB$B_FNS];
122 M 0254 1 MSG_DESC [DSC$A_POINTER] = .FAB_PTR [FAB$L_FNA];
123 M 0255 1
124 M 0256 1 SIGNAL ((SHR$ READERR + DBG_FAC_CODE) OR FATAL_BIT, 1, MSG_DESC,
125 M 0257 1 .INPRAB [RAB$L_STS], .INPRAB [RAB$L_STV]);
126 M 0258 1 END %;
127 M 0259 1
128 M 0260 1
129 M 0261 1 ! LOG_WRITE_ERROR signals any RMS error encountered in writing to the LOG
130 M 0262 1 file.
131 M 0263 1
132 M 0264 1 LOG_WRITE_ERROR =
133 M 0265 1 BEGIN
134 M 0266 1 LOCAL
135 M 0267 1 FAB_PTR : REF $FAB_DECL
136 M 0268 1 MSG_DESC : BLOCK [8, BYTE];
137 M 0269 1
138 M 0270 1 FAB_PTR = .DBG$GL_LOGRAB [RAB$L_FAB];
139 M 0271 1 IF .DBG$GL_LOG_BUF NEQ 0
140 M 0272 1 THEN
141 M 0273 1 BEGIN
142 M 0274 1 MSG_DESC [DSC$W_LENGTH] = .FAB_PTR [FAB$B_FNS];
143 M 0275 1 MSG_DESC [DSC$A_POINTER] = .FAB_PTR [FAB$L_FNA];
144 M 0276 1 END
145 M 0277 1 ELSE
146 M 0278 1 BEGIN
147 M 0279 1 MSG_DESC [DSC$W_LENGTH] = .FAB_PTR [FAB$B_DNS];
148 M 0280 1 MSG_DESC [DSC$A_POINTER] = .FAB_PTR [FAB$L_DNA];
149 M 0281 1 END;
150 M 0282 1 SIGNAL (SHR$ WRITEERR + DBG_FAC_CODE, 1, MSG_DESC,
151 M 0283 1 .DBG$GL_LOGRAB [RAB$L_STS], .DBG$GL_LOGRAB [RAB$L_STV]);
152 M 0284 1
153 M 0285 1 END %;
154 M 0286 1
```



```
156 0287 1 GLOBAL ROUTINE DBG$CREATE_VIRTUAL_KEYBOARD =
157 0288 1
158 0289 1 FUNCTION
159 0290 1
160 0291 1     This routine initializes the keypad input data structures.
161 0292 1     The routine is just a cover routine for the RTL routine
162 0293 1     SMG$CREATE_VIRTUAL_KEYBOARD. This initialization routine
163 0294 1     is called once from DBG$COMMAND_PROC, the first time we
164 0295 1     get input after mode has been set to 'KEYPAD'. The routine
165 0296 1     is called again from the exit handler in DBG$START. The
166 0297 1     reason for this is that the keypad routines declare an exit
167 0298 1     handler that disables keypad input, and we need to re-enable
168 0299 1     it from our exit handler so that keypad input continues to
169 0300 1     work after running to the end of the program.
170 0301 1
171 0302 1 INPUTS
172 0303 1     none
173 0304 1
174 0305 1 OUTPUTS
175 0306 1     The global variable DBG$GL_KEYBOARD_ID is set.
176 0307 1     A status is returned (ST$R_SUCCESS if all goes well).
177 0308 1
178 0309 2 BEGIN
179 0310 2 OWN
180 0311 2     desblk: VECTOR[4],
181 0312 2     dummy1,
182 0313 2     dummy2;
183 0314 2 LOCAL
184 0315 2     filespec: dbg$stg_desc,
185 0316 2     forward_link: REF VECTOR[4],
186 0317 2     save_link,
187 0318 2     status;
188 0319 2
189 0320 2 ! Initialize the block that is passed to the "declare exit handler"
190 0321 2 ! and "cancel exit handler" system services.
191 0322 2
192 0323 2 desblk[0] = 0;
193 0324 2 desblk[1] = dummy1;
194 0325 2 desblk[2] = 1;
195 0326 2 desblk[3] = dummy2;
196 0327 2
197 0328 2 ! Initialize the file spec that is passed in to the
198 0329 2 ! SMG$CREATE_VIRTUAL_KEYBOARD routine.
199 0330 2 ! We supply the file name to open for input - either DBG$INPUT,
200 0331 2 ! or if that fails, then SYS$INPUT.
201 0332 2
202 0333 2 filespec[dsc$b_class] = dsc$k_class_s;
203 0334 2 filespec[dsc$b_dtype] = dsc$k_dtype_t;
204 0335 2 filespec[dsc$w_length] = 9;
205 0336 2 filespec[dsc$a_pointer] = UPLIT BYTE(%ASCII 'DBG$INPUT');
206 0337 2
207 0338 2 ! Declare a temporary exit handler for the purpose of finding out
208 0339 2 ! the most recently declared exit handler. We will need to know this
209 0340 2 ! to discover if SMG$CREATE_VIRTUAL_KEYBOARD set up a new exit handler.
210 0341 2
211 0342 2 $dclexh (desblk = desblk);
212 0343 2 save_link = .desblk[0];
```

```
213 0344 2 Scanexh (desblk = desblk);
214 0345 2
215 0346 2 ! Call the routine that initializes the keypad input data
216 0347 2 structures. If this fails with DBG$INPUT as the input device,
217 0348 2 then call it with SYS$INPUT.
218 0349 2
219 0350 2 status = smg$create_virtual_keyboard(dbg$gl_keyboard_id, filespec);
220 0351 2 IF NOT .status
221 0352 2 THEN
222 0353 2 BEGIN
223 0354 2 filespec[dsc$a_pointer] = UPLIT BYTE(%ASCII 'SYS$INPUT');
224 0355 2 status = smg$create_virtual_keyboard(dbg$gl_keyboard_id, filespec);
225 0356 2 END;
226 0357 2
227 0358 2 ! We want to get rid of the exit handler that was declared by
228 0359 2 SMG$CREATE_VIRTUAL_KEYBOARD, if indeed it declared one.
229 0360 2 We first declare a temporary exit handler,
230 0361 2 so we can pick up the address of the most recent exit handler
231 0362 2 from the forward link. If this address is different from the
232 0363 2 one in SAVE_LINK which we determined before the call to
233 0364 2 the SMG routine, then the SMG routine set up a new handler.
234 0365 2 In that case, we get rid of the handler here. We save the
235 0366 2 handler routine so we can call it ourselves when DEBUG exits.
236 0367 2
237 0368 2 $dclexh (desblk = desblk);
238 0369 2 forward_link = .desblk[0];
239 0370 2 Scanexh (desblk = desblk);
240 0371 2 IF .forward_link NEQ .save_link
241 0372 2 THEN
242 0373 2 BEGIN
243 0374 2 dbg$gl_smg_exit_handler = .forward_link[1];
244 0375 2 Scanexh (desblk = .forward_link);
245 0376 2 END;
246 0377 2
247 0378 2 RETURN .status;
248 0379 2 END;
```

```
.TITLE DBGEXC
.IDENT \V04-000\
```

```
.PSECT DBG$PLIT,NOWRT, SHR, PIC,0
```

```
54 55 50 4E 49 24 47 42 44 00000 P.AAA: .ASCII \DBG$INPUT\
54 55 50 4E 49 24 53 59 53 00009 P.AAB: .ASCII \SYS$INPUT\
```

```
.PSECT DBG$OWN,NOEXE, PIC,2
```

```
00000000 00000 KEYPAD_INITIALIZATION_DONE:
```

```
.LONG 0
00004 DESBLK: .BLKB 16
00014 DUMMY1: .BLKB 4
00018 DUMMY2: .BLKB 4
```

```
.PSECT DBG$GLOBAL,NOEXE, PIC,2
```

```
00000000 00000 DBG$GL_SMG_EXIT_HANDLER::
```



.LONG 0

```
.EXTRN DBGS$INIT_STEP, DBGS$KEY_INITIALIZE
.EXTRN DBGS$SET_STP_LVL
.EXTRN DBGS$REL_MEMORY, DBGS$GET_MEMORY
.EXTRN DBGS$OUT_MESSAGE
.EXTRN DBGS$NCONTROL, DBGS$CIS_ADD
.EXTRN DBGS$CIS_REMOVE, DBGS$FINAL_HANDL
.EXTRN DBGS$SCR_GENERATE_SCREEN
.EXTRN DBGS$SCR_OUTPUT_SCREEN
.EXTRN DBGS$EXCEPTION_HANDLER
.EXTRN DBGS$ACTIVATE_EVENTS
.EXTRN SMG$CREATE_KEY_TABLE
.EXTRN SMG$CREATE_VIRTUAL_KEYBOARD
.EXTRN SMG$READ_COMPOSED_LINE
.EXTRN SYSS$PUTMSG, DBGS$GB_KEYPAD_INPUT
.EXTRN DBGS$GL_KEYBOARD_ID
.EXTRN DBGS$GB_LANGUAGE
.EXTRN DBGS$GL_KEY_TABLE_ID
.EXTRN DBGS$GB_DEF_OUT, DBGS$GL_EXIT_STATUS
.EXTRN DBGS$GL_INPRAB, DBGS$GL_OUTPRAB
.EXTRN DBGS$GL_LOGRAB, DBGS$GL_LOG_BUF
.EXTRN DBGS$GL_READERR_CNT
.EXTRN DBGS$GL_SCREEN_MODE
.EXTRN DBGS$GL_CISHEAD, DBGS$GV_CONTROL
.EXTRN SMG$EOF, SYSS$DCLEXH
.EXTRN SYSS$CANEXH
```

.PSECT DBGS\$CODE, NOWRT, SHR, PIC, 0

03FC 000C0

```
.ENTRY DBGS$CREATE_VIRTUAL_KEYBOARD, Save R2,R3,R4,-; 0287
MOVAB SMG$CREATE_VIRTUAL_KEYBOARD, R9
MOVAB DBGS$GL_KEYBOARD_ID, R8
MOVAB SYSS$DCLEXH, R7
MOVAB SYSS$CANEXH, R6
MOVAB DESBLK, R5
SUBL2 #8, SP
CLRL DESBLK
MOVAB DUMMY1, DESBLK+4
MOVL #1, DESBLK+8
MOVAB DUMMY2, DESBLK+12
PUSHL #17694729
MOVAB P.AAA, FILESPEC+4
PUSHL R5
CALLS #1, SYSS$DCLEXH
MOVL DESBLK, SAVE_LINK
PUSHL R5
CALLS #1, SYSS$CANEXH
PUSHR #^M<R8, SP>
CALLS #2, SMG$CREATE_VIRTUAL_KEYBOARD
MOVL R0, STATUS
BLBS STATUS, 1$
MOVAB P.AAB, FILESPEC+4
PUSHR #^M<R8, SP>
CALLS #2, SMG$CREATE_VIRTUAL_KEYBOARD
MOVL R0, STATUS
```

```
59 00000000G 00 9E 00002
58 00000000G 00 9E 00009
57 00000000G 00 9E 00010
56 00000000G 00 9E 00017
55 00000000' EF 9E 0001E
5E 08 C2 00025
04 A5 10 A5 9E 0002A
08 A5 01 D0 0002F
0C A5 14 A5 9E 00033
04 AE 010E0009 8F DD 00038
AE 00000000' EF 9E 0003E
67 55 DD 00046
54 01 FB 00048
66 65 D0 0004B
4100 55 DD 0004E
01 FB 00050
69 8F BB 00053
53 02 FB 00057
12 50 D0 0005A
04 AE 00000000' 53 E8 0005D
4100 8F BB 00068
69 02 FB 0006C
53 50 D0 0006F
```

```
0323
0324
0325
0326
0335
0336
0342
0343
0344
0350
0351
0354
0355
```



DBGEXC  
V04-000

E 13  
16-Sep-1984 01:16:29  
14-Sep-1984 12:16:54

VAX-11 Bliss-32 V4.0-742  
DISK\$VMSMASTER:[DEBUG.SRC]DBGEXC.B32;1 Page 7  
(3)

67		55	DD	00072	1\$:	PUSHL	R5	:	0368
52		01	FB	00074		CALLS	#1, SYSSDCLEXH	:	
		65	DO	00077		MOVL	DE\$BLK, FORWARD_LINK	:	0369
		55	DD	0007A		PUSHL	R5	:	0370
66		01	FB	0007C		CALLS	#1, SYSSCANEXH	:	
54		52	D1	0007F		CMPL	FORWARD_LINK, SAVE_LINK	:	0371
		0D	13	00082		BEQL	2\$	:	
00000000'	EF	04	A2	DO	00084	MOVL	4(FORWARD_LINK), DBG\$GL_SMG_EXIT_HANDLER	:	0374
			52	DD	0008C	PUSHL	FORWARD_LINK	:	0375
66		01	FB	0008E		CALLS	#1, SYSSCANEXH	:	
50		53	DO	00091	2\$:	MOVL	STATUS, R0	:	0378
			04	00094		RET		:	0379

; Routine Size: 149 bytes,      Routine Base: DBG\$CODE + 0000

```
250 0380 1 GLOBAL ROUTINE DBG$COMMAND_PROC : NOVALUE =
251 0381 1
252 0382 1 FUNCTIONAL DESCRIPTION:
253 0383 1 Accepts a single (possibly multiple through the use of
254 0384 1 continuation lines) command sequence from the user at DEBUG
255 0385 1 command level. If the argument buffer_desc holds a value other
256 0386 1 than a zero, then the command comes from this buffer.
257 0387 1 Otherwise a command is read from the input device.
258 0388 1
259 0389 1 This routine declares an exception vector. Exceptions
260 0390 1 encountered from this point generally cause an unwind, and then
261 0391 1 this routine is called again by user_proc. They are generally
262 0392 1 caused by user typing errors.
263 0393 1
264 0394 1 If the command read from the device INPUT is interpreted by
265 0395 1 RMS as EOF, or any other nonsuccessful return from RMS is seen,
266 0396 1 then set the exit flag, cancel the command taking flag, and return.
267 0397 1
268 0398 1 FORMAL PARAMETERS:
269 0399 1 None
270 0400 1
271 0401 1 IMPLICIT INPUTS:
272 0402 1 The name of the DEBUG command level exception handler that is
273 0403 1 declared within the context of this routine.
274 0404 1
275 0405 1 The fact that if the DBG$L BPT_PC field in the runframe
276 0406 1 has a non-zero value then it must be the address
277 0407 1 of a "temporary" breakpoint which DEBUG set to implement
278 0408 1 step /OVER.
279 0409 1
280 0410 1 IMPLICIT OUTPUTS:
281 0411 1 none
282 0412 1
283 0413 1 ROUTINE VALUE:
284 0414 1 novalue
285 0415 1
286 0416 1 SIDE EFFECTS:
287 0417 1 The parser is called with the contents of the input buffer.
288 0418 1
289 0419 1
290 0420 2 BEGIN
291 0421 2
292 0422 2 BUILTIN
293 0423 2 FP;
294 0424 2
295 0425 2 LITERAL
296 0426 2 NULL_BYTE_LOC = 1;
297 0427 2
298 0428 2 BIND
299 0429 2 PMT_STRING 1 = UPLIT BYTE
300 0430 2 (%ASCII %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), 'DBG>')),
301 0431 2 PMT_SIZE 1 = %CHARCOUNT
302 0432 2 (%ASCII %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), 'DBG>')),
303 0433 2 PMT_STRING SUP = UPLIT BYTE
304 0434 2 (%ASCII %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), 'SDBG>')),
305 0435 2 PMT_SIZE SUP = %CHARCOUNT
306 0436 2 (%ASCII %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), 'SDBG>')),
```

```

307      PMT_STRING 2 = UPLIT BYTE
308      (XASCII XSTRING(XCHAR(CARRIAGE_RET), XCHAR(LINEFEED), '_')),
309      PMT_SIZE 2 = XCHARCOUNT
310      (XASCII XSTRING(XCHAR(CARRIAGE_RET), XCHAR(LINEFEED), '_'));
311
312 LOCAL
313   ALPHAPTR,
314   ALPHAVECTOR: VECTOR[150,BYTE],
315   filespec: DBG$STG_DESC,
316   HAVE_A_LINE,
317   INPRAB: REF $RAB DECL,
318   INPUT_BUFFER: VECTOR[
319     NO_OF_INP_CHARS * XUPVAL, BYTE],
320   INP_LENGTH,
321   LENGTH,
322   MUST_UPDATE_SCREEN,
323   NBUF: VECTOR[TTY OUT WIDTH,BYTE],
324   NEW_POINTER: REF VECTOR[BYTE],
325   OLD_POINTER,
326   PREV_COUNT,
327   PROMPT_STG_DESC: DBG$STG_DESC,
328   STATUS,
329   STATUS1,
330   STG_DESC: DBG$STG_DESC,
331   STOP_FLAG;
332
333   ! Flag set when we have a command line
334   ! Record Access Block (RAB) for input
335   ! Command input buffer
336   ! Input line length
337
338   ! Flag set to TRUE if screen displays
339   ! must be updated before read
340
341   ! Pointer to current buffer
342   ! Pointer to previous buffer
343   ! Current character count
344   ! String descriptor for prompt.
345   ! Status returned by $GET operation
346
347   ! String descriptor for keypad input
348   ! Flag set if Control-Y DEBUG was done
349
350   ! Enable a condition handler as described above.
351   !
352   .FP = DBG$FINAL_HANDL;
353
354   ! Reset the level in the STP type structure so that we forget about
355   ! any kind of "override" type stepping we may have been doing.
356   !
357   DBG$INIT_STEP (OVERRIDE_STEP, USER_DEF_STEP);
358   DBG$SET_STP_LVL (USER_DEF_STEP);
359
360   ! Also set the Update-Screen flag to indicate whether we should update the
361   ! contents of the terminal screen. Screen updating is done only if we are
362   ! in screen mode.
363   !
364   MUST_UPDATE_SCREEN = .DBG$GL_SCREEN_MODE;
365
366   ! See whether we need to initialize the keypad.
367   !
368   IF .DBG$GB_KEYPAD_INPUT AND
369     (NOT .KEYPAD_INITIALIZATION_DONE)
370 THEN
371   BEGIN
372     ! Check that we are on a V4 system (else we cannot use keypad input).
373     !

```



```
IF .dbg$gv_control[dbg$gv_control_version_4]
THEN
  BEGIN
    status = dbg$create_virtual_keyboard();
    IF .status
    THEN
      ! Initialize the key table used in DEFINE/KEY.
      status1 = smg$create_key_table(dbg$gl_key_table_id);
    IF (NOT .status) OR (NOT .status1)
    THEN
      BEGIN
        dbg$gb_keypad_input = FALSE;
        ! This is an information message (so we do not get signalled
        ! out of this routine).
        SIGNAL(dbg$nokeypad, 1,
              (IF .status THEN .status1 ELSE .status));
      END;
    DBG$KEY_INITIALIZE();
    KEYPAD_INITIALIZATION_DONE = TRUE;
  END
ELSE
  ! Not a version 4 system - set keypad mode back to false
  ! and signal an informational informing the user what is
  ! happening.
  BEGIN
    dbg$gb_keypad_input = FALSE;
    SIGNAL(dbg$keypadv4);
  END;
END;

! If we have re-entered DEBUG by means of a ^V, DEBUG sequence then
! the flag DBG$SV_CONTROL_STOP will be set. If this is the case, all
! command buffers, etc., are to be deleted, and we are to return to
! taking commands from the default input device.
STOP_FLAG = FALSE;
IF .DBG$GV_CONTROL[DBG$SV_CONTROL_STOP]
THEN
  BEGIN
    DBG$GV_CONTROL[DBG$SV_CONTROL_STOP] = FALSE;
    WHILE .DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] NEQ CIS_DBG$INPUT DO
      DBG$CIS_REMOVE(FALSE);
    STOP_FLAG = TRUE;
  END;

! Set up the string descriptor that describes the prompt. The prompt is
! either the SUPERDEBUG prompt "SDBG>" or the normal DEBUG prompt "DBG>".
```

```

421 0551 PROMPT_STG_DESC[DSC$B_CLASS] = DSC$K_CLASS_S;
422 0552 PROMPT_STG_DESC[DSC$B_DTYPE] = DSC$K_DTYPE_T;
423 0553 IF .DBG$GV_CONTROL[DBG$V_CONTROL_SDBG]
424 0554 THEN
425 0555 BEGIN
426 0556 PROMPT_STG_DESC[DSC$W_LENGTH] = 7;
427 0557 PROMPT_STG_DESC[DSC$A_POINTER] = UPLIT BYTE
428 0558 (XASCII XSTRING(XCHAR(CARRIAGE_RET), XCHAR(LINEFEED), 'SDBG>'));
429 0559 END
430 0560
431 0561 ELSE
432 0562 BEGIN
433 0563 PROMPT_STG_DESC[DSC$W_LENGTH] = 6;
434 0564 PROMPT_STG_DESC[DSC$A_POINTER] = UPLIT BYTE
435 0565 (XASCII XSTRING(XCHAR(CARRIAGE_RET), XCHAR(LINEFEED), 'DBG>'));
436 0566 END;
437 0567
438 0568
439 0569 ! Enter the read loop. Here we loop, reading input from the user's
440 0570 ! terminal (or DBG$INPUT) until we get a complete command line. We
441 0571 ! stay in the loop to collect all continuation lines until no more
442 0572 ! continuation lines are present.
443 0573
444 0574 HAVE_A_LINE = FALSE;
445 0575 WHILE NOT .HAVE_A_LINE DO
446 0576 BEGIN
447 0577
448 0578
449 0579 ! If screen mode is set and the user program has gained control since
450 0580 ! the last time we updated all automatically updated screen displays,
451 0581 ! then we update all automatic screen displays at this point. (This is
452 0582 ! suppressed if the STOP FLAG is set due to a Control-Y DEBUG.) The
453 0583 ! effect of doing so is to add CIS_SCREEN entries to the Command Input
454 0584 ! Stream. These entries then cause the necessary commands to be exe-
455 0585 ! cuted below to fill in the contents of these screen displays.
456 0586
457 0587 IF .DBG$GL_SCREEN_MODE AND
458 0588 .DBG$GV_CONTROL[DBG$V_CONTROL_SCREEN] AND
459 0589 (NOT .STOP_FLAG) AND
460 0590 (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT)
461 0591 THEN
462 0592 BEGIN
463 0593 DBG$GV_CONTROL[DBG$V_CONTROL_SCREEN] = FALSE;
464 0594 DBG$SCR_GENERATE_SCREEN(0);
465 0595 END;
466 0596
467 0597
468 0598 ! If the head of the command argument list is of type buffer, process
469 0599 ! it.
470 0600
471 0601 IF (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_INPBUF) OR
472 0602 (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_ACBUF) OR
473 0603 (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_IF) OR
474 0604 (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_REPEAT) OR
475 0605 (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_WHILE) OR
476 0606 (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_FOR) OR
477 0607 (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_SCREEN)
```

478 0608 3  
479 0609 2  
480 0610 4  
481 0611 4  
482 0612 4  
483 0613 4  
484 0614 4  
485 0615 4  
486 0616 4  
487 0617 4  
488 0618 3  
489 0619 4  
490 0620 4  
491 0621 4  
492 0622 4  
493 0623 4  
494 0624 4  
495 0625 4  
496 0626 4  
497 0627 4  
498 0628 4  
499 0629 4  
500 0630 4  
501 0631 4  
502 0632 4  
503 0633 4  
504 0634 4  
505 0635 4  
506 0636 4  
507 0637 4  
508 0638 5  
509 0639 5  
510 0640 5  
511 0641 5  
512 0642 5  
513 0643 5  
514 0644 6  
515 0645 6  
516 0646 6  
517 0647 7  
518 0648 7  
519 0649 7  
520 0650 7  
521 0651 7  
522 0652 6  
523 0653 7  
524 0654 7  
525 0655 7  
526 0656 6  
527 0657 6  
528 0658 5  
529 0659 5  
530 0660 5  
531 0661 5  
532 0662 5  
533 0663 5  
534 0664 5

```
THEN
  BEGIN
    DBG$NCONTROL (.DBG$GL_CISHEAD);
    RETURN;
  END;

! If we are reading from the user's terminal (DBG$INPUT in general)
! or from an indirect command file, set up and do such a read.
IF (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_RAB) OR
(.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT)
THEN
  BEGIN

    ! If link is flagged for removal due to RMS problems, do it now.
    IF .DBG$GL_CISHEAD [CIS$V_REM_FLAG]
    THEN
      DBG$CIS_REMOVE (FALSE)

    ! Otherwise we must collect an entire command line before calling
    ! the parser. Enter a loop that collects multiple lines of input,
    ! ceasing only when a line ends with other than a hyphen ('-'),
    ! which is the line continuation character. Buffer the possibly
    ! multiple lines into free storage.
  ELSE
    BEGIN
      INPRAB = .DBG$GL_CISHEAD [CIS$A_INPUT_PTR];
      PREV_COUNT = 0;
      OLD_POINTER = 0;
      IF .DBG$GL_CISHEAD [CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT
      THEN
        BEGIN
          IF .DBG$GV_CONTROL[DBG$V_CONTROL_SDBG]
          THEN
            BEGIN
              INPRAB [RAB$B_PBF] = PMT_STRING_SUP;
              INPRAB [RAB$B_PSZ] = PMT_SIZE_SOP;
            END
          ELSE
            BEGIN
              INPRAB [RAB$B_PBF] = PMT_STRING_1;
              INPRAB [RAB$B_PSZ] = PMT_SIZE_1;
            END;
          END;

        END;

        ! If screen mode is active and we have not yet updated the
        ! displays in this call on DBG$COMMAND_PROC, we do so now.
        ! This means that the user sees all his screen displays
        ! updated just before he is prompted for more input.
```



```

535 0665 5
536 0666 5
537 0667 6
538 0668 5
539 0669 6
540 0670 6
541 0671 6
542 0672 5
543 0673 5
544 0674 5
545 0675 5
546 0676 5
547 0677 5
548 0678 5
549 0679 5
550 0680 5
551 0681 5
552 0682 6
553 0683 5
554 0684 6
555 0685 6
556 0686 6
557 0687 6
558 0688 6
559 0689 6
560 0690 6
561 0691 6
562 0692 6
563 0693 6
564 0694 6
565 0695 6
566 0696 6
567 0697 6
568 0698 6
569 0699 6
570 0700 6
571 0701 6
572 0702 6
573 0703 6
574 0704 6
575 0705 6
576 0706 6
577 0707 6
578 0708 6
579 0709 6
580 0710 6
581 0711 6
582 0712 6
583 0713 6
584 0714 6
585 0715 6
586 0716 6
587 0717 6
588 0718 6
589 0719 6
590 0720 7
591 0721 7

!
! IF .MUST_UPDATE_SCREEN AND (NOT .STOP_FLAG) AND
! (.DBG$GL_CISREAD[CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT)
! THEN
! BEGIN
! MUST_UPDATE_SCREEN = FALSE;
! DBG$SCR_OUTPUT_SCREEN();
! END;

! If keypad input is enabled, then we read a line of input
! using the RTL routine SMG$READ_COMPOSED_LINE, which
! handles keypad input.
INPRAB[RAB$W_USZ] = NO_OF_INP_CHARS;
INPRAB[RAB$L_UBF] = INPUT_BUFFER;
IF .DBG$GB_KEYPAD_INPUT AND
! (.DBG$GL_CISREAD[CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT)
! THEN
! BEGIN

! Set up a string descriptor for the input line.
!
! STG_DESC[DSC$B_CLASS] = DSC$K_CLASS_S;
! STG_DESC[DSC$B_DTYPE] = DSC$K_DTYPE_T;
! STG_DESC[DSC$W_LENGTH] = NO_OF_INP_CHARS;
! STG_DESC[DSC$A_POINTER] = INPUT_BUFFER;

! Call the keypad input routine.
! Zero the INP_LENGTH variable first because
! SMG$READ_COMPOSED_LINE writes only into the low word,
! so we first clear out junk in the high word.
INP_LENGTH = 0;
STATUS = SMG$READ_COMPOSED_LINE (
! DBG$GL_KEYBOARD_ID,
! DBG$GL_KEY_TABLE_ID,
! STG_DESC,
! PROMPT_STG_DESC,

*** Note - the fifth parameter (DEFAULT STATE) is going away from
*** SMG$READ_COMPOSED_LINE in this build (according to Steve Lionel,
*** so this "0" is commented out. If Steve's change does not get in,
*** the "0" fifth parameter must be put back.
0,

INP_LENGTH);

! If we got back a bad status and it was not EOF,
! then we try reverting to ordinary RMS input.
!
! IF (NOT .STATUS)
! AND (.STATUS NEQ RMS$EOF)

```

```
592 0722 7
593 0723 6
594 0724 7
595 0725 7
596 0726 7
597 0727 7
598 0728 7
599 0729 6
600 0730 6
601 0731 6
602 0732 6
603 0733 6
604 0734 6
605 0735 6
606 0736 6
607 0737 5
608 0738 6
609 0739 6
610 0740 6
611 0741 5
612 0742 5
613 0743 5
614 0744 5
615 0745 5
616 0746 5
617 0747 5
618 0748 5
619 0749 5
620 0750 6
621 0751 6
622 0752 6
623 0753 6
624 0754 6
625 0755 6
626 0756 6
627 0757 6
628 0758 7
629 0759 6
630 0760 7
631 0761 7
632 0762 7
633 0763 8
634 0764 8
635 0765 8
636 0766 8
637 0767 8
638 0768 8
639 0769 8
640 0770 8
641 0771 8
642 0772 8
643 0773 8
644 0774 8
645 0775 8
646 0776 8
647 0777 7
648 0778 7
```

```
AND (.STATUS NEQ SMG$_EOF)
```

```
THEN
```

```
BEGIN
```

```
DBG$GB_KEYPAD_INPUT = FALSE;
```

```
SIGNAL(dbg$nokeypad, 1, .status);
```

```
STATUS = $GET(RAB = .INPRAB);
```

```
INP_LENGTH = .INPRAB[RAB$_R$Z];
```

```
END;
```

```
END
```

```
! Keypad input is not enabled or we are reading from an indirect
! command file. Hence we do read by calling $GET to read a line
! of input.
```

```
ELSE
```

```
BEGIN
```

```
STATUS = $GET(RAB = .INPRAB);
```

```
INP_LENGTH = .INPRAB[RAB$_R$Z];
```

```
END;
```

```
! If $GET returned a bad status, try to determine why. If we
! got an End-of-File, resume taking input from the next link
! in the CIS. Any other error is simply signalled.
```

```
IF NOT .STATUS
```

```
THEN
```

```
BEGIN
```

```
! Check for an End-of-File--in this case, resume taking
! input from the next link in the CIS and if none exists,
! simply exit from DEBUG.
```

```
IF (.STATUS EQL RMSS$_EOF) OR
```

```
(.STATUS EQL SMG$_EOF)
```

```
THEN
```

```
BEGIN
```

```
IF .DBG$GL_CISHEAD [CIS$_INPUT_TYPE] EQL CIS_DBG$INPUT
```

```
THEN
```

```
BEGIN
```

```
DBG$GV_CONTROL[DBG$V_CONTROL_EXIT] = TRUE;
```

```
DBG$GV_CONTROL[DBG$V_CONTROL_USER] = TRUE;
```

```
! Call the SMG exit handler - this resets the
! terminal to what it was when we entered.
```

```
IF .DBG$GL_SMG_EXIT_HANDLER NEQ 0
```

```
THEN
```

```
(.DBG$GL_SMG_EXIT_HANDLER)();
```

```
$EXIT(CODE = .DBG$GL_EXIT_STATUS OR STSM_INHIB_MSG);
```

```
END
```

```
ELSE
```

```
DBG$CIS_REMOVE (FALSE);
```

```

        END
        ! On any other read problem, simply signal the error.
    ELSE
        BEGIN
            DBG$GL_READERR_CNT = .DBG$GL_READERR_CNT + 1;
            IF .DBG$GB_KEYPAD_INPUT
            THEN
                SIGNAL(DBG$_INPREADERR, 0, .STATUS)
            ELSE
                INP_READ_ERROR;
            END;
        END
        ! There was no read problem--we successfully got the line.
    ELSE
        BEGIN
            HAVE_A_LINE = TRUE;
            DBG$GL_READERR_CNT = 0;
        END;
    END;
END;
! End of read loop for complete command

! We have now read a complete command line, including all continuation
! lines.
INPRAB [RAB$V_PTA] = FALSE;
IF .DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT
THEN
    BEGIN
        INPRAB [RAB$L_PBF] = PMT_STRING_2;
        INPRAB [RAB$B_PSZ] = PMT_SIZE_2;
        PROMPT_STG_DESC[DSC$W_LENGTH] = 3;
        PROMPT_STG_DESC[DSC$A_POINTER] = UPLIT BYTE
            (%ASCII %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), '_'));

        ! If logging is enabled, copy the newly read input line to the LOG file
        ! Note this is only done if we are reading commands from DBG$INPUT,
        ! otherwise DBG$VERIFY_OUT takes care of things.
        IF .DBG$GB_DEF_OUT [OUT_LOG]
        THEN
            BEGIN

```



```
LOCAL
  CMT_BUF : VECTOR [NO_OF_INP_CHARS + %UPVAL + 1, BYTE];

! If this is a comment line, insert a leading '!' if there
! are less than two already.
IF (.INPUT_BUFFER[0] EQL %C'!') AND (.INPUT_BUFFER[1] NEQ %C'!')
THEN
  BEGIN
    CMT_BUF[0] = %C'!';
    LENGTH = MIN(.INP_LENGTH, NO_OF_INP_CHARS - 1);
    INCR K FROM 0 TO .LENGTH - 1 DO
      CMT_BUF [.K + 1] = .INPUT_BUFFER [.K];

    DBG$GL_LOGRAB [RAB$L_RBF] = CMT_BUF;
    DBG$GL_LOGRAB [RAB$W_RSZ] = .LENGTH + 1;
  END

ELSE
  BEGIN
    DBG$GL_LOGRAB [RAB$L_RBF] = INPUT_BUFFER;
    DBG$GL_LOGRAB [RAB$W_RSZ] = .INP_LENGTH;
  END;

! We were reading from DBG$INPUT and logging is enabled, so we
! write the read line to the Log file. If we get a Record Stream
! Active error, we wait and retry the write operation. Any other
! error we simply signal.
STATUS = $PUT(RAB = DBG$GL_LOGRAB);
IF .STATUS EQL RMSS_RSA
THEN
  BEGIN
    $WAIT(RAB = DBG$GL_LOGRAB);
    STATUS = $PUT (RAB = DBG$GL_LOGRAB);
  END;

IF NOT .STATUS THEN LOG_WRITE_ERROR;
END;

END;

WHILE TRUE DO
  BEGIN
    LOCAL
      CONT_LINE: ! Boolean test for end of line character

    ! Check for continuation character '-' only if the
    ! length of the input line was greater than zero.
    CONT_LINE = FALSE;
    IF .INP_LENGTH GT 0
    THEN
```

```

BEGIN
IF .INPUT_BUFFER[.INP_LENGTH - 1] EQL '-'
THEN
    ! Assume '--' at end of line in C is post-decrement operator.
    !
    IF .DBG$GB_LANGUAGE NEQ DBG$K_C
    OR (IF .INP_LENGTH GEQ 2
        THEN .INPUT_BUFFER[.INP_LENGTH - 2] NEQ '-'
        ELSE TRUE)
    THEN
        BEGIN
            INP_LENGTH = .INP_LENGTH - 1;
            CONT_LINE = TRUE;
        END;
    END;

    ! Allocate space for this buffer plus all previous buffers.
    ! If the space can be found, write the old and new buffers
    ! into the new space.
    NEW_POINTER = DBG$GET_MEMORY((.PREV_COUNT + NULL_BYTE_LOC +
                                .INP_LENGTH + 3)/4);
    IF .OLD_POINTER NEQ 0
    THEN
        BEGIN
            CH$MOVE(.PREV_COUNT, .OLD_POINTER, .NEW_POINTER);
            DBG$REL_MEMORY(.OLD_POINTER);
        END;

    CH$MOVE(.INP_LENGTH, INPUT_BUFFER,
            CH$PLUS(.NEW_POINTER, .PREV_COUNT));
    PREV_COUNT = .PREV_COUNT + .INP_LENGTH;
    NEW_POINTER[PREV_COUNT] = 0;
    OLD_POINTER = .NEW_POINTER;

    ! See whether this line ends with a continuation character. If so, get
    ! another line, either from $GET or the active input Screen Display (if
    ! there is one). If the $GET or screen read fails, set the status so
    ! that DEBUG returns to the CLI.
    IF NOT .CONT_LINE THEN EXITLOOP;
    IF .DBG$GB_KEYPAD_INPUT AND
        (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL (IS_DBG$INPUT))
    THEN
        BEGIN
            ! Set up a string descriptor for the input line.
            !
            STG_DESC[DSC$B_CLASS] = DSC$K_CLASS_S;
            STG_DESC[DSC$B_DTYPE] = DSC$K_DTYPE_T;
            STG_DESC[DSC$W_LENGTH] = NO_OF_INP_CHARS;
            STG_DESC[DSC$A_POINTER] = INPUT_BUFFER;

```

```
0950 4      ! Call the keypad input routine.
0951 4
0952 4      INP_LENGTH = 0;
0953 4      STATUS = SMG$READ_COMPOSED_LINE (
0954 4          DBG$GL_KEYBOARD_ID,
0955 4          DBG$GL_KEY_TABLE_ID,
0956 4          STG_DESC,
0957 4          PROMPT_STG_DESC,
0958 4
0959 4      *** Note - the fifth parameter (DEFAULT STATE) is going away from
0960 4      *** SMG$READ_COMPOSED_LINE in this build (according to Steve Lionel,
0961 4      *** so this "0" is commented out. If Steve's change does not get in,
0962 4      *** the "0" fifth parameter must be put back.
0963 4
0964 4          0,
0965 4
0966 4          INP_LENGTH);
0967 4      ! If we got back a bad status and it was not EOF,
0968 4      ! then we try reverting to ordinary RMS input.
0969 4
0970 3      IF (NOT .STATUS)
0971 3      AND (.STATUS NEQ RMS$EOF)
0972 3      AND (.STATUS NEQ SMG$EOF)
0973 3      THEN
0974 3          BEGIN
0975 3              DBG$GB_KEYPAD_INPUT = FALSE;
0976 3              SIGNAL(DBG$nokeypad, 1, .status);
0977 3              STATUS = $GET(RAB = .INPRAB);
0978 3              INP_LENGTH = .INPRAB[RAB$W_RSZ];
0979 3              END;
0980 4      END
0981 4
0982 3      ELSE
0983 3          BEGIN
0984 3              STATUS = $GET(RAB = .INPRAB);
0985 3              INP_LENGTH = .INPRAB[RAB$W_RSZ];
0986 3              END;
0987 3      IF NOT .STATUS
0988 3      THEN
0989 3          BEGIN
0990 3              DBG$GL_READERR_CNT = .DBG$GL_READERR_CNT + 1;
0991 3              IF .DBG$GB_KEYPAD_INPUT
0992 3              THEN
0993 3                  SIGNAL(DBG$_INPREADERR, 0, .STATUS)
0994 3              ELSE
0995 3                  INP_READ_ERROR;
0996 3              END
0997 3
0998 3      ELSE
0999 3          DBG$GL_READERR_CNT = 0;
1000 3
1001 3
1002 3      ! Another write to LOG file, but only if we are taking commands
1003 3      ! from DBG$INPUT.
1004 3
1005 3      IF .DBG$GB_DEF_OUT[OUT_LOG] AND
1006 3      (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL (CIS_DBG$INPUT))
```



```

877 1007 3
878 1008 4
879 1009 4
880 1010 4
881 1011 4
882 1012 4
883 1013 4
884 1014 5
885 1015 5
886 1016 5
887 1017 4
888 1018 4
889 1019 5
890 1020 5
891 1021 5
892 1022 5
893 1023 5
894 1024 5
895 1025 5
896 1026 5
897 1027 5
898 1028 5
899 1029 5
900 1030 5
901 1031 5
902 1032 5
903 1033 1

```

```

THEN
  BEGIN
    DBG$GL_LOGRAB[RAB$L_RBF] = INPUT_BUFFER;
    DBG$GL_LOGRAB[RAB$W_RSZ] = .INP_LENGTH;
    STATUS = $PUT (RAB = DBG$GL_LOGRAB);
    IF .STATUS EQL RMS$_RSA ! Record stream active error
    THEN
      BEGIN
        $WAIT(RAB = DBG$GL_LOGRAB); ! Wait and retry
        STATUS = $PUT (RAB = DBG$GL_LOGRAB);
      END;
    IF NOT .STATUS THEN LOG_WRITE_ERROR;
  END;
END;

! A complete line has been collected. Put the just read in
! buffer at the top of the command input stream. Call the parser with
! the address of a string descriptor that describes the
! concatenated input string.
DBG$CIS_ADD (.NEW_POINTER, .PREV_COUNT, CIS_INPBUF, 0, 0);
DBG$NCONTROL (.DBG$GL_CISHEAD);
RETURN;
END;

```

```

.PSECT DBG$PLIT,NOWRT, SHR, PIC,0

3E 3E 47 42 44 0A 0D 00012 P.AAC: .ASCII <13><10>\DBG>\
3E 47 42 44 53 0A 0D 00018 P.AAD: .ASCII <13><10>\SDBG>\
3E 47 42 44 5F 0A 0D 0001F P.AAE: .ASCII <13><10>\ \
3E 47 42 44 53 0A 0D 00022 P.AAF: .ASCII <13><10>\SDBG>\
3E 47 42 44 0A 0D 00029 P.AAG: .ASCII <13><10>\DBG>\
3E 47 42 44 5F 0A 0D 0002F P.AAH: .ASCII <13><10>\ \

PMT_STRING_1= P.AAC
PMT_SIZE_1= 6
PMT_STRING_SUP= P.AAD
PMT_SIZE_SUP= 7
PMT_STRING_2= P.AAE
PMT_SIZE_2= 3
.EXTRN SYS$GET, SYS$EXIT
.EXTRN SYS$PUT, SYS$WAIT

.PSECT DBG$CODE,NOWRT, SHR, PIC,0

OFFC 00000
SE FDA0 CE 9E 00002
6D 00000000G 00 9E 00007
01 DD 0000E
02 DD 00010
00000000G 00 02 FB 00012

.ENTRY DBG$COMMAND_PROC, Save R2,R3,R4,R5,R6,R7,- 0380
R8,R9,R10,RT1
MOVAB -608(SP), SP
MOVAB DBG$FINAL_HANDL, (FP) 0468
PUSHL #1 0474
PUSHL #2
CALLS #2, DBG$INIT_STEP

```

00000000G	00	00	01	DD	00019	PUSHL	#1	0475
	55	00000000G	00	FB	0001B	CALLS	#1, DBG\$SET_STP_LVL	
	6E	00000000G	00	DO	00022	MOVL	DBG\$GL_SCREEN_MODE, MUST_UPDATE_SCREEN	0482
	67	00000000'	00	E9	00029	BLBC	DBG\$GB_KEYPAD_INPUT, 6\$	0487
4C 00000000G	00		04	EF	00030	BLBS	KEYPAD_INITIALIZATION_DONE, 6\$	0488
FF27	CF		00	E1	00037	BBC	#4, DBG\$GV_CONTROL+1, 5\$	0494
	59		50	FB	0003F	CALLS	#0, DBG\$CREATE_VIRTUAL_KEYBOARD	0497
	13		59	DO	00044	MOVL	R0, STATUS	
		00000000G	00	E9	00047	BLBC	STATUS, 1\$	0498
00000000G	00		01	9F	0004A	PUSHAB	DBG\$GL_KEY_TABLE_ID	0502
	03		59	FB	00050	CALLS	#1, SMG\$CREATE_KEY_TABLE	
	1E		50	E9	00057	BLBC	STATUS, 1\$	0503
		00000000G	00	EF	0005A	BLBS	STATUS, 4\$	
	04		00	94	0005D	CLRB	DBG\$GB_KEYPAD_INPUT	0506
			59	E9	00063	BLBC	STATUS, 2\$	0512
			50	DD	00066	PUSHL	STATUS, 1\$	
			02	11	00068	BRB	3\$	
			59	DD	0006A	PUSHL	STATUS	
		00028763	01	DD	0006C	PUSHL	#1	0511
			8F	DD	0006E	PUSHL	#165731	
00000000G	00		03	FB	00074	CALLS	#3, LIB\$SIGNAL	
00000000G	00		00	FB	0007B	CALLS	#0, DBG\$KEY_INITIALIZE	0515
00000000'	EF		01	DO	00082	MOVL	#1, KEYPAD_INITIALIZATION_DONE	0516
			13	11	00089	BRB	6\$	0494
		00000000G	00	94	0008B	CLRB	DBG\$GB_KEYPAD_INPUT	0526
		0002877B	8F	DD	00091	PUSHL	#165755	0527
00000000G	00		01	FB	00097	CALLS	#1, LIB\$SIGNAL	
			53	D4	0009E	CLRL	STOP_FLAG	0536
21 00000000G	00		01	E1	000A0	BBC	#1, DBG\$GV_CONTROL+1, 9\$	0537
00000000G	00		02	8A	000A8	BICB2	#2, DBG\$GV_CONTROL+1	0540
	50	00000000G	00	DO	000AF	MOVL	DBG\$GL_CISHEAD, R0	0541
		02	A0	95	000B6	TSTB	2(R0)	
			0B	13	000B9	BEQL	8\$	
			7E	D4	000BB	CLRL	-(SP)	0542
00000000G	00		01	FB	000BD	CALLS	#1, DBG\$CIS_REMOVE	
			E9	11	000C4	BRB	7\$	
	53		01	DO	000C6	MOVL	#1, STOP_FLAG	0544
00A6	CE	010E	8F	B0	000C9	MOVW	#270, PROMPT_STG_DESC+2	0552
10 00000000G	00		01	E1	000D0	BBC	#1, DBG\$GV_CONTROL, 10\$	0553
00A4	CE		07	B0	000D8	MOVW	#7, PROMPT_STG_DESC	0556
00A8	CE	00000000'	EF	9E	000DD	MOVAB	P.AAF, PROMPT_STG_DESC+4	0557
			0E	11	000E6	BRB	11\$	0553
00A4	CE		06	B0	000E8	MOVW	#6, PROMPT_STG_DESC	0563
00A8	CE	00000000'	EF	9E	000ED	MOVAB	P.AAG, PROMPT_STG_DESC+4	0564
			54	D4	000F6	CLRL	HAVE_A_LINE	0574
	03		54	E9	000F8	BLBC	HAVE_A_LINE, 13\$	0575
			01F9	31	000FB	BRW	32\$	
	27	00000000G	00	E9	000FE	BLBC	DBG\$GL_SCREEN_MODE, 14\$	0587
1F 00000000G	00		03	E1	00105	BBC	#3, DBG\$GV_CONTROL+1, 14\$	0588
	1C		53	E8	0010D	BLBS	STOP_FLAG, 14\$	0589
	50	00000000G	00	DO	00110	MOVL	DBG\$GL_CISHEAD, R0	0590
		02	A0	95	00117	TSTB	2(R0)	
			10	12	0011A	BNEQ	14\$	
00000000G	00		0B	8A	0011C	BICB2	#8, DBG\$GV_CONTROL+1	0593
			7E	D4	00123	CLRL	-(SP)	0594
00000000G	00		01	FB	00125	CALLS	#1, DBG\$SCR_GENERATE_SCREEN	
	51	00000000G	00	DO	0012C	MOVL	DBG\$GL_CISHEAD, R1	0601

50	02	A1	9A	00133	MOVZBL	2(R1), R0	
02		50	91	00137	CMPB	R0, #2	
		1E	13	0013A	BEQL	15\$	
03		50	91	0013C	CMPB	R0, #3	0602
		19	13	0013F	BEQL	15\$	
06		50	91	00141	CMPB	R0, #6	0603
		14	13	00144	BEQL	15\$	
04		50	91	00146	CMPB	R0, #4	0604
		0F	13	00149	BEQL	15\$	
05		50	91	0014B	CMPB	R0, #5	0605
		0A	13	0014E	BEQL	15\$	
07		50	91	00150	CMPB	R0, #7	0606
		05	13	00153	BEQL	15\$	
08		50	91	00155	CMPB	R0, #8	0607
		05	12	00158	BNEQ	16\$	
		51	DD	0015A	PUSHL	R1	0610
		047F	31	0015C	BRW	60\$	
52	00000000G	00	D0	0015F	MOVL	DBG\$GL_CISHEAD, R2	0618
01		02	A2	91	CMPB	2(R2), #1	
		05	13	0016A	BEQL	17\$	
		02	A2	95	TSTB	2(R2)	0619
		87	12	0016F	BNEQ	12\$	
03		12	A2	E9	BLBC	18(R2), 18\$	0626
		011F	31	00175	BRW	27\$	
57		04	A2	D0	MOVL	4(R2), INPRAB	0639
			56	D4	CLRL	PREV_COUNT	0640
			58	D4	CLRL	OLD_POINTER	0641
			50	D4	CLRL	R0	0642
		02	A2	95	TSTB	2(R2)	
		24	12	00185	BNEQ	20\$	
		50	D6	00187	INCL	R0	
0E	00000000G	00	01	E1	BBC	#1, DBG\$GV_CONTROL, 19\$	0645
	30	A7	00000000'	EF	MOVAB	PMT_STRING_SUP, 48(INPRAB)	0648
	34	A7		07	MOVB	#7, 52(INPRAB)	0649
		0C	11	0019D	BRB	20\$	0645
	30	A7	00000000'	EF	MOVAB	PMT_STRING_1, 48(INPRAB)	0654
	34	A7		06	MOVB	#6, 52(INPRAB)	0655
		0F	55	E9	BLBC	MUST_UPDATE_SCREEN, 21\$	0666
		0C	53	E8	BLBS	STOP_FLAG, 21\$	
		09	50	E9	BLBC	R0, 21\$	0667
			55	D4	CLRL	MUST_UPDATE_SCREEN	0670
00000000G	00	00	FB	001B6	CALLS	#0, DBG\$SCR_OUTPUT_SCREEN	0671
	20	A7	84	8F	MOVZBW	#132, 32(INPRAB)	0679
	24	A7	FED4	CD	MOVAB	INPUT_BUFFER, 36(INPRAB)	0680
		6A	00000000G	00	BLBC	DBG\$GB_KEYPAD_INPUT, 22\$	0681
		50	00000000G	00	MOVL	DBG\$GL_CISHEAD, R0	0682
		02	A0	95	TSTB	2(R0)	
			5E	12	BNEQ	22\$	
0098	CE	010E0084	8F	D0	MOVL	#17694852, STG_DESC	0691
009C	CE	FED4	CD	9E	MOVAB	INPUT_BUFFER, STG_DESC+4	0692
			6E	D4	CLRL	INP_LENGTH	0700
			5E	DD	PUSHL	SP	0701
		00A8	CE	9F	PUSHAB	PROMPT_STG_DESC	
		00A0	CE	9F	PUSHAB	STG_DESC	
		00000000G	00	9F	PUSHAB	DBG\$GL_KEY_TABLE_ID	
		00000000G	00	9F	PUSHAB	DBG\$GL_KEYBOARD_ID	
00000000G	00	05	FB	00203	CALLS	#5, SMG\$READ_COMPOSED_LINE	



0001827A	59	50	D0	0020A	MOVL	R0, STATUS	0720
	59	59	E8	0020D	BLBS	STATUS, 23\$	
	8F	59	D1	00210	CMPL	STATUS, #98938	0721
00000000G	8F	30	13	00217	BEQL	23\$	
		59	D1	00219	CMPL	STATUS, #SMGS_EOF	0722
		27	13	00220	BEQL	23\$	
	00000000G	00	94	00222	CLRB	DBG\$GB_KEYPAD_INPUT	0725
		59	DD	00228	PUSHL	STATUS	0726
		01	DD	0022A	PUSHL	#1	
	00028763	8F	DD	0022C	PUSHL	#165731	
00000000G	00	03	FB	00232	CALLS	#3, LIB\$SIGNAL	
		57	DD	00239	PUSHL	INPRAB	0739
00000000G	00	01	FB	0023B	CALLS	#1, SYS\$GET	
	59	50	D0	00242	MOVL	R0, STATUS	
	6E	22	A7	3C	MOVZWL	34(INPRAB), INP_LENGTH	0740
	03	59	E9	00249	BLBC	STATUS, 24\$	0748
		009C	31	0024C	BRW	30\$	
0001827A	8F	59	D1	0024F	CMPL	STATUS, #98938	0757
		09	13	00256	BEQL	25\$	
00000000G	8F	59	D1	00258	CMPL	STATUS, #SMGS_EOF	0758
		41	12	0025F	BNEQ	28\$	
	50	00000000G	00	D0	00261	MOVL	DBG\$GL_CISHEAD, R0
		02	A0	95	TSTB	2(R0)	0761
			2A	12	BNEQ	27\$	
00000000G	00	0110	8F	A8	BISW2	#272, DBG\$GV_CONTROL	0765
	50	00000000	EF	D0	MOVL	DBG\$GL_SMG_EXIT_HANDLER, R0	0770
			03	13	BEQL	26\$	
	60		00	FB	CALLS	#0, (R0)	0772
7E 00000000G	00	10000000	8F	C9	BISL3	#268435456, DBG\$GL_EXIT_STATUS, -(SP)	0774
00000000G	00		01	FB	CALLS	#1, SYS\$EXIT	
			5D	11	BRB	31\$	0761
			7E	D4	CLRL	-(SP)	0778
00000000G	00		01	FB	CALLS	#1, DBG\$CIS_REMOVE	
			52	11	BRB	31\$	0757
	00000000G		00	D6	INCL	DBG\$GL_READERR_CNT	0787
	13	00000000G	00	E9	BLBC	DBG\$GB_KEYPAD_INPUT, 29\$	0788
			59	DD	PUSHL	STATUS	0790
			7E	D4	CLRL	-(SP)	
	00028138		8F	DD	PUSHL	#164152	
00000000G	00		03	FB	CALLS	#3, LIB\$SIGNAL	
			32	11	BRB	31\$	
	50	3C	A7	D0	MOVL	60(INPRAB), FAB_PTR	0792
0090	CE	34	A0	9B	MOVZBW	52(FAB_PTR), MSG_DESC	
0094	CE	2C	A0	D0	MOVL	44(FAB_PTR), MSG_DESC+4	
	7E	08	A7	7D	MOVQ	8(INPRAB), -(SP)	
		0098	CE	9F	PUSHAB	MSG_DESC	
			01	DD	PUSHL	#1	
	00021084		8F	DD	PUSHL	#135348	
00000000G	00		05	FB	CALLS	#5, LIB\$SIGNAL	
			09	11	BRB	31\$	0748
	54		01	D0	MOVL	#1, HAVE A LINE	0803
	00000000G		00	D4	CLRL	DBG\$GL_READERR_CNT	0804
		FE01	31	002F4	BRW	12\$	0618
		20	8A	002F7	BICB2	#32, 7(INPRAB)	0817
07	A7		00	D0	MOVL	DBG\$GL_CISHEAD, R0	0818
	50	00000000G	00	D0	MOVL	DBG\$GL_CISHEAD, R0	
		02	A0	95	TSTB	2(R0)	
			03	13	BEQL	34\$	

30	A7	00000000'	00F0	31	00307	33\$:	BRW	44\$	...	0821
34	A7		03	9E	0030A	34\$:	MOVAB	PMT_STRING 2, 48(INPRAB)	...	0822
00A4	CE		03	B0	00312		MOVW	#3, -52(INPRAB)	...	0823
00A8	CE	00000000'	EF	9E	0031B		MOVAB	#3, PROMPT STG DESC	...	0824
	DC	00000000G	00	E9	00324		BLBC	P.AAH, PROMPT STG DESC+4	...	0832
	21	FED4	CD	91	0032B		CMPB	DBG\$GB_DEF_OUT, 33\$	...	0843
			41	12	00330		BNEQ	INPUT_BUFFER, #33	...	
	21	FED5	CD	91	00332		CMPB	38\$	...	
			3A	13	00337		BEQL	INPUT_BUFFER+1, #33	...	
0C	AE		21	90	00339		MOVW	38\$	...	0846
	50		6E	D0	0033D		MOVL	#33, CMT_BUF	...	0847
00000083	8F		50	D1	00340		CMPB	INP_LENGTH, RO	...	
			04	15	00347		BLEQ	RO, #131	...	
	50	83	8F	9A	00349		MOVZBL	35\$	...	
	51		50	D0	0034D	35\$:	MOVL	#131, RO	...	
	50		01	CE	00350		MNEGL	RO, LENGTH	...	0848
			08	11	00353		BRB	#1, K	...	
0D	AE40	FED4	CD40	90	00355	36\$:	MOVW	37\$	...	0849
F4	50		51	F2	0035D	37\$:	AOBLS	INPUT_BUFFER[K], CMT_BUF+1[K]	...	
00000000G	00	0C	AE	9E	00361		MOVAB	LENGTH, K, 36\$	...	0851
	51		01	A1	00369		ADDW3	CMT_BUF, DBG\$GL_LOGRAB+40	...	0852
			10	11	00371		BRB	#1, LENGTH, DBG\$GL_LOGRAB+34	...	0843
00000000G	00	FED4	CD	9E	00373	38\$:	MOVAB	39\$	...	0857
00000000G	00		6E	B0	0037C	39\$:	MOVW	INPUT_BUFFER, DBG\$GL_LOGRAB+40	...	0858
00000000G	00	0J000000G	00	9F	00383		PUSHAB	INP_LENGTH, DBG\$GL_LOGRAB+34	...	0867
	59		01	FB	00389		CALLS	DBG\$GL_LOGRAB	...	
000182DA	8F		50	D0	00390		MOVL	#1, SYS\$PUT	...	
			59	D1	00393		CMPB	RO, STATUS	...	0868
			1D	12	0039A		BNEQ	STATUS, #99034	...	
		00000000G	00	9F	0039C		PUSHAB	40\$	...	0871
00000000G	00		01	FB	003A2		CALLS	DBG\$GL_LOGRAB	...	
		00000000G	00	9F	003A9		PUSHAB	#1, SYS\$WAIT	...	0872
00000000G	00		01	FB	003AF		CALLS	DBG\$GL_LOGRAB	...	
	59		50	D0	003B6		MOVL	#1, SYS\$PUT	...	
	3E		59	E8	003B9	40\$:	BLBS	RO, STATUS	...	0875
	50	00000000G	00	D0	003BC		MOVL	STATUS, 44\$	...	
		00000000G	00	D5	003C3		TSTL	DBG\$GL_LOGRAB+60, FAB_PTR	...	
			0C	13	003C9		BEQL	DBG\$GL_LOG_BUF	...	
04	AE	34	A0	9B	003CB		MOVZBW	41\$	...	
08	AE	2C	A0	D0	003D0		MOVL	52(FAB_PTR), MSG_DESC	...	
			0A	11	003D5		BRB	44(FAB_PTR), MSG_DESC+4	...	
04	AE	35	A0	9B	003D7	41\$:	MOVZBW	42\$	...	
08	AE	30	A0	D0	003DC		MOVL	53(FAB_PTR), MSG_DESC	...	
	7E	00000000G	00	7D	003E1	42\$:	MOVQ	48(FAB_PTR), MSG_DESC+4	...	
		0C	AE	9F	003E8		PUSHAB	DBG\$GL_LOGRAB+8, --(SP)	...	
			01	DD	003EB	43\$:	PUSHL	MSG_DESC	...	
		000210D0	8F	DD	003ED		PUSHL	#1	...	
00000000G	00		05	FB	003F3		CALLS	#135376	...	
			5A	D4	003FA	44\$:	CLRL	#5, LIB\$SIGNAL	...	0890
	50		6E	D0	003FC		MOVL	CONT LINE	...	0891
			23	15	003FF		BLEQ	INP_LENGTH, RO	...	
	2D	FED3	CD40	91	00401		CMPB	46\$	...	0894
			1B	12	00407		BNEQ	INPUT_BUFFER-1[RO], #45	...	
07	00000000G		00	91	00409		CMPB	46\$	...	0899
			0D	12	00410		BNEQ	DBG\$GB_LANGUAGE, #7	...	
02			50	D1	00412		CMPB	45\$	...	0900
							CMPL	RO, #2	...	

	2D	FED2	CD	08 19 00415	BLSS	458		
				91 00417	CMPB	INPUT_BUFFER-2[R0], #45		0901
				05 13 0041D	BEQL	468		
				6E D7 0041F	DECL	INP_LENGTH		0905
50	5A			01 D0 00421	MOVL	#1, CONT_LINE		0906
	56			6E C1 00424	ADDL3	INP_LENGTH, PREV_COUNT, R0		0917
	50			04 C0 00428	ADDL2	#4, R0		0916
7E	50			04 C7 0042B	DIVL3	#4, R0, -(SP)		0917
	00			01 FB 0042F	CALLS	#1, DBG\$GET_MEMORY		
	58			50 D0 00436	MOVL	R0, NEW_POINTER		
				5B D5 00439	TSTL	OLD_POINTER		0918
				0D 13 0043B	BEQL	478		
68	6B			56 28 0043D	MOVC3	PREV_COUNT, (OLD_POINTER), (NEW_POINTER)		0921
				5B DD 00441	PUSHL	OLD_POINTER		0922
	00			01 FB 00443	CALLS	#1, DBG\$REL_MEMORY		
6648	FED4	CD		6E 28 0044A	MOVC3	INP_LENGTH, INPUT_BUFFER, (PREV_COUNT)-		0926
						(NEW_POINTER)		
	56			6E C0 00451	ADDL2	INP_LENGTH, PREV_COUNT		0927
				6648 94 00454	CLRB	(PREV_COUNT)[NEW_POINTER]		0928
	5B			58 D0 00457	MOVL	NEW_POINTER, OLD_POINTER		0929
	03			5A E8 0045A	BLBS	CONT_LINE, 488		0937
				0169 31 0045D	BRW	598		
	6A	00000000G		00 E9 00460	BLBC	DBG\$GB_KEYPAD_INPUT, 498		0938
	50	00000000G		00 D0 00467	MOVL	DBG\$GL_CISHEAD, R0		0939
		02		A0 95 0046E	TSTB	2(R0)		
				5E 12 00471	BNEQ	498		
0098	CE	010E0084		8F D0 00473	MOVL	#17694852, STG_DESC		0947
009C	CE	FED4		CD 9E 0047C	MOVAB	INPUT_BUFFER, STG_DESC+4		0948
				6E D4 00483	CLRL	INP_LENGTH		0952
				5E DD 00485	PUSHL	SP		0953
		00A8		CE 9F 00487	PUSHAB	PROMPT STG_DESC		
		00A0		CE 9F 0048B	PUSHAB	STG_DESC		
		00000000G		00 9F 0048F	PUSHAB	DBG\$GL_KEY_TABLE_ID		
		00000000G		00 9F 00495	PUSHAB	DBG\$GL_KEYBOARD_ID		
00000000G	00			05 FB 0049B	CALLS	#5, SMGSREAD_COMPOSED_LINE		
	59			50 D0 004A2	MOVL	R0, STATUS		
	39			59 E8 004A5	BLBS	STATUS, 508		0970
0001827A	8F			59 D1 004A8	CMPL	STATUS, #98938		0971
				30 13 004AF	BEQL	508		
00000000G	8F			59 D1 004B1	CMPL	STATUS, #SMGS_EOF		0972
				27 13 004B8	BEQL	508		
		00000000G		00 94 004BA	CLRB	DBG\$GB_KEYPAD_INPUT		0975
				59 DD 004C0	PUSHL	STATUS		0976
				01 DD 004C2	PUSHL	#1		
		00028763		8F DD 004C4	PUSHL	#165731		
00000000G	00			03 FB 004CA	CALLS	#3, LIB\$SIGNAL		
				57 DD 004D1	PUSHL	INPRAB		0984
00000000G	00			01 FB 004D3	CALLS	#1, SYS\$GET		
	59			50 D0 004DA	MOVL	R0, STATUS		
	6E	22		A7 3C 004DD	MOVZWL	34(INPRAB), INP_LENGTH		0985
	49			59 E8 004E1	BLBS	STATUS, 528		0987
		00000000G		00 D6 004E4	INCL	DBG\$GL_READERR_CNT		0990
	13	00000000G		00 E9 004EA	BLBC	DBG\$GB_KEYPAD_INPUT, 518		0991
				59 DD 004F1	PUSHL	STATUS		0993
				7E D4 004F3	CLRL	-(SP)		
		00028138		8F DD 004F5	PUSHL	#164152		
00000000G	00			03 FB 004FB	CALLS	#3, LIB\$SIGNAL		



0090	50	3C	2F	11	00502	BRB	53\$		
0094	CE	34	A7	D0	00504	51\$:	MOVL	60(INPRAB), FAB_PTR	0994
	CE	2C	A0	9B	00508		MOVZBW	52(FAB_PTR), MSG_DESC	
	7E	08	A0	D0	0050E		MOVL	44(FAB_PTR), MSG_DESC+4	
		0098	A7	7D	00514		MOVQ	8(INPRAB), -(SP)	
			CE	9F	00518		PUSHAB	MSG_DESC	
			01	DD	0051C		PUSHL	#1	
		000210B4	8F	DD	0051E		PUSHL	#135348	
00000000G	00		05	FB	00524		CALLS	#5, LIB\$SIGNAL	
			06	11	0052B		BRB	53\$	0987
		00000000G	00	D4	0052D	52\$:	CLRL	DBG\$GL_READERR_CNT	0999
	03	00000000G	00	E8	00533	53\$:	BLBS	DBG\$GB_DEF_OUT, 55\$	1005
			FE	31	0053A	54\$:	BRW	44\$	
	50	00000000G	00	D0	0053D	55\$:	MOVL	DBG\$GL_CISHEAD, R0	1006
		02	A0	95	00544		TSTB	2(R0)	
			F1	12	00547		BNEQ	54\$	
00000000G	00	FED4	CD	9E	00549		MOVAB	INPUT_BUFFER, DBG\$GL_LOGRAB+40	1009
00000000G	00		6E	B0	00552		MOVW	INP_LENGTH, DBG\$GL_LOGRAB+34	1010
		00000000G	00	9F	00559		PUSHAB	DBG\$GL_LOGRAB	1011
00000000G	00		01	FB	0055F		CALLS	#1, SYS\$PUT	
	59		50	D0	00566		MOVL	R0, STATUS	
000182DA	8F		59	D1	00569		CMPL	STATUS, #99034	1012
			1D	12	00570		BNEQ	56\$	
		00000000G	00	9F	00572		PUSHAB	DBG\$GL_LOGRAB	1015
00000000G	00		01	FB	00578		CALLS	#1, SYS\$WAIT	
		00000000G	00	9F	0057F		PUSHAB	DBG\$GL_LOGRAB	1016
00000000G	00		01	FB	00585		CALLS	#1, SYS\$PUT	
	59		50	D0	0058C		MOVL	R0, STATUS	
	A8		59	E8	0058F	56\$:	BLBS	STATUS, 54\$	1019
	50	00000000G	00	D0	00592		MOVL	DBG\$GL_LOGRAB+60, FAB_PTR	
		00000000G	00	D5	00599		TSTL	DBG\$GL_LOG_BUF	
			0E	13	0059F		BEQL	57\$	
0090	CE	34	A0	9B	005A1		MOVZBW	52(FAB_PTR), MSG_DESC	
0094	CE	2C	A0	D0	005A7		MOVL	44(FAB_PTR), MSG_DESC+4	
			0C	11	005AD		BRB	58\$	
0090	CE	35	A0	9B	005AF	57\$:	MOVZBW	53(FAB_PTR), MSG_DESC	
0094	CE	30	A0	D0	005B5		MOVL	48(FAB_PTR), MSG_DESC+4	
	7E	00000000G	00	7D	005BB	58\$:	MOVQ	DBG\$GL_LOGRAB+8, -(SP)	
		0098	CE	9F	005C2		PUSHAB	MSG_DESC	
			FE	31	005C6		BRW	43\$	
			7E	7C	005C9	59\$:	CLRQ	-(SP)	1030
			02	DD	005CB		PUSHL	#2	
			56	DD	005CD		PUSHL	PREV_COUNT	
			58	DD	005CF		PUSHL	NEW_POINTER	
00000000G	00		05	FB	005D1		CALLS	#5, DBG\$CIS_ADD	
		00000000G	00	DD	005D8		PUSHL	DBG\$GL_CISHEAD	1031
00000000G	00		01	FB	005DE	60\$:	CALLS	#1, DBG\$NCONTROL	
			04	005E5			RET		1033

; Routine Size: 1510 bytes, Routine Base: DBG\$CODE + 0095

```
905 1034 1 GLOBAL ROUTINE dbg$exc_handler (signal_arg_ptr, mechan_arg_ptr) =
906 1035 1 ++
907 1036 1 FUNCTIONAL DESCRIPTION:
908 1037 1 Exception analyzer called by the primary vector exception handler,
909 1038 1 which is a MARS routine found in DBGSTART.MAR. The MARS routine
910 1039 1 immediately resignals if the user program was not running. Otherwise
911 1040 1 it saves the registers of the user program and disables ASTs for
912 1041 1 the time that DEBUG is running.
913 1042 1
914 1043 1 Then it calls this routine, where the exception is analyzed for
915 1044 1 the type of exception. Breakpoints and trace traps are given
916 1045 1 special handling, which usually ends with control being passed
917 1046 1 to the user. If the breakpoint or trace trap was illegal, then
918 1047 1 the exception is resignaled unless the user has asked for control
919 1048 1 on every exception.
920 1049 1
921 1050 1 Some trace traps cause an interim halt that requires some action,
922 1051 1 but doesn't pass control back to the user. After checking the
923 1052 1 validity of these trace traps, the value ss$_continue is returned.
924 1053 1
925 1054 1 After the exception is analyzed and it is determined that immediate
926 1055 1 resignaling or continuing is not desired, the user_proc routine is
927 1056 1 called. This routine accepts user commands either from prespecified
928 1057 1 action commands from breakpoints, or interactively from the terminal.
929 1058 1 Eventually, a command is given that either causes the user program
930 1059 1 to continue or DEBUG to exit. If the user program is to continue,
931 1060 1 the value returned from user_proc is ss$_continue, and that value
932 1061 1 is passed back to the MARS handler.
933 1062 1
934 1063 1 If an exception occurs during DEBUG processing, the exception
935 1064 1 handler is final_handl, not this routine.
936 1065 1
937 1066 1 FORMAL PARAMETERS:
938 1067 1 signal_arg_ptr - address of block that contains at least four longwords.
939 1068 1 THE PERTINENT WORDS ARE THE EXCEPTION NAME, THE
940 1069 1 PC AT THE TIME OF THE EXCEPTION, AND THE PSL AT
941 1070 1 THE TIME OF THE EXCEPTION. THE NAME IS ALWAYS
942 1071 1 THE SECOND LONGWORD, THE PC AND THE PSL THE NEXT
943 1072 1 TO LAST AND LAST RESPECTIVELY.
944 1073 1 mechan_arg_ptr - address of block that contains five longwords.
945 1074 1 THE PERTINENT WORDS ARE THE SAVED R0 AND R1.
946 1075 1 THEY ARE IN THE FOURTH AND FIFTH LONGWORDS RESPECTIVELY.
947 1076 1 NEITHER IS USED AT THIS TIME.
948 1077 1
949 1078 1 IMPLICIT INPUTS:
950 1079 1 SOME VARIABLE NUMBER OF ADDITIONAL ARGUMENTS MAY EXIST BETWEEN THE EXCEPTION
951 1080 1 NAME AND THE PC. FLAGS INDICATING THE VALIDITY OF TBITS AND BREAKPOINTS
952 1081 1 ARE REFERENCED. THE FLAG DBG$GB RESIGNAL CAUSES ILLEGAL EXCEPTIONS TO
953 1082 1 BE RESIGNED IF THE FLAG IS SET TO TRUE.
954 1083 1
955 1084 1 IMPLICIT OUTPUTS:
956 1085 1 The TBIT in the RUNFRAME PSL may be changed.
957 1086 1
958 1087 1 ROUTINE VALUE:
959 1088 1 ss$_resignal OR ss$_continue FOR RESIGNALING AND CONTINUING
960 1089 1 RESPECTIVELY.
961 1090 1
```

```

: 962      1091 1 | SIDE EFFECTS:
: 963      1092 1 | ANY NUMBER OF THINGS.
: 964      1093 1 |
: 965      1094 1 |
: 966      1095 1 | BEGIN
: 967      1096 1 |
: 968      1097 1 | MAP
: 969      1098 1 |     signal_arg_ptr : REF VECTOR;
: 970      1099 1 |
: 971      1100 1 | LOCAL
: 972      1101 1 |     dummy,
: 973      1102 1 |     string_desc : BLOCK [8,BYTE],
: 974      1103 1 |     sig_arg_count;
: 975      1104 1 |
: 976      1105 1 |
: 977      1106 1 |     If the EVENT developer bit is on, call DBG$EXCEPTION_HANDLER
: 978      1107 1 |     instead of anything else here....
: 979      1108 1 |     With the conversion to the new eventpoint code, just call
: 980      1109 1 |     the new exception handler here...
: 981      1110 1 |
: 982      1111 1 | RETURN DBG$EXCEPTION_HANDLER (.SIGNAL_ARG_PTR, .MECHAN_ARG_PTR);
: 983      1112 1 | END;

```

			0000 00000	.ENTRY	DBG\$EXC_HANDLER, Save nothing	: 1034
	5E		08 C2 00002	SUBL2	#8, SP	: 1111
	7E	04	AC 7D 00005	MOVQ	SIGNAL_ARG_PTR, -(SP)	: 1112
00000000G	00		02 FB 00009	CALLS	#2, DBG\$EXCEPTION_HANDLER	
			04 00010	RET		

; Routine Size: 17 bytes.      Routine Base: DBG\$CODE + 067B



```

985 1113 1 GLOBAL ROUTINE dbg$exception_is_fault (exception) =
986 1114 1 ++
987 1115 1
988 1116 1 Functional Description:
989 1117 1
990 1118 1 Given an exception name - the longword which encodes the
991 1119 1 type, etc, of an exception - deduce if this exception is
992 1120 1 the so-called FAULT_EXC type. This is for the PC_TO_LINE
993 1121 1 translation - we have to know if the PC is on the instruction
994 1122 1 which caused the exception, or if it is on the next instruction.
995 1123 1
996 1124 1 The answer to the question is simply whether
997 1125 1 the given EXC NAME is in our table of exceptions. The only
998 1126 1 trickery is that this routine makes sure only to look at
999 1127 1 the part of the longword which encodes the error code - and
1000 1128 1 not at the rest of it since that may change.
1001 1129 1
1002 1130 1 Formal Parameters:
1003 1131 1
1004 1132 1 EXCEPTION - the longword system-defined exception name.
1005 1133 1
1006 1134 1 Routine Value:
1007 1135 1
1008 1136 1 TRUE or FALSE. See above.
1009 1137 1
1010 1138 1 Side Effects:
1011 1139 1 None.
1012 1140 1 --
1013 1141 1
1014 1142 2 BEGIN MAP exception : BLOCK [%UPVAL, BYTE];
1015 1143 2
1016 1144 2 BIND ! The 0-ended list of exception codes.
1017 1145 2
1018 1146 2 exception_list = UPLIT WORD
1019 1147 2 (
1020 1148 2 $$$_ACCVIO,
1021 1149 2 $$$_NOTRAN,
1022 1150 2 $$$_RADRMOD,
1023 1151 2 $$$_ROPRAND,
1024 1152 2 $$$_OPCDEC,
1025 1153 2 $$$_OPCCUS,
1026 1154 2 $$$_BREAK,
1027 1155 2 $$$_FLTUVF_F,
1028 1156 2 $$$_FLTUND_F,
1029 1157 2 $$$_FLTIDIV_F,
1030 1158 2 $$$_TBIT,
1031 1159 2 $$$_COMPAT,
1032 1160 2 0
1033 1161 2 ) : VECTOR [, WORD];
1034 1162 2
1035 1163 2 ! Simply loop thru the list checking each one,
1036 1164 2 ending when the 0 one is encountered.
1037 1165 2
1038 1166 2 INCR 1
1039 1167 2 FROM 0
1040 1168 2 DO BEGIN LOCAL list_entry : BLOCK [%UPVAL, BYTE];
1041 1169 2 IF ((list_entry = .exception_list [.i]) EQL 0)
```

DBGEXC  
V04-000

N 14  
16-Sep-1984 01:16:29  
14-Sep-1984 12:16:54

VAX-11 Bliss-32 V4.0-742  
DISK\$VMSMASTER:[DEBUG.SRC]DBGEXC.B32;1 Page 29  
(6)

```

: 1042      1170      3      THEN      EXITLOOP;
: 1043      1171      3      IF      (.exception [ST$V_FAC_NO] EQL 0) AND
: 1044      1172      3      (.exception [ST$V_MSG_NO] EQL .list_entry [ST$V_MSG_NO])
: 1045      1173      3      THEN      RETURN (TRUE);
: 1046      1174      3      END;
: 1047      1175      2      ! Entry not found in the exception list.
: 1048      1176      2      RETURN (FALSE);
: 1049      1177      2
: 1050      1178      2
: 1051      1179      2
: 1052      1180      1 END;
```

```

                                .PSECT DBG$PLIT,NOWRT, SHR, PIC,0
04BC 04C4 04B4 0414 0434 043C 0454 044C 0629 000C 00032 P.AAI: .WORD 12, 1577, 1100, 1108, 1084, 1076, 1044, -
                                0000 042C 0464 00046 1204, 1220, 1212, 1124, 1068, 0
                                EXCEPTION_LIST= P.AAI

                                .PSECT DBG$CODE,NOWRT, SHR, PIC,0
                                0004 00000
                                50 D4 00002
                                51 00000000'EF40 3C 00004 1$: CLRL I
                                20 13 0000C MOVZWL EXCEPTION_LIST[1], LIST_ENTRY
                                06 AC B3 0000E BEQL 3$
                                10 12 00014 BITW EXCEPTION+2, #4095
                                52 51 04 AC AD 00016 BNEQ 2$
                                FFF8 8F 52 B3 0001B XORW3 EXCEPTION, LIST_ENTRY, R2
                                04 12 00020 BITW R2, #65528
                                50 01 D0 00022 BNEQ 2$
                                04 00025 MOVL #1, R0
                                D6 50 7FFFFFFF 8F F3 00026 2$: RET
                                50 D4 0002E 3$: AOBLEQ #2147483647, 1, 1$
                                04 00030 CLRL R0
                                RET
                                : 1113
                                : 1172
                                : 1169
                                : 1172
                                : 1173
                                : 1174
                                : 1165
                                : 1179
                                : 1180
```

; Routine Size: 49 bytes, Routine Base: DBG\$CODE + 068C

```
1054 1181 1 GLOBAL ROUTINE DBG$PUTMSG (SIG_ARG_LIST) : NOVALUE =
1055 1182 1
1056 1183 1 FUNCTION
1057 1184 1     Reports a message by calling SYSS$PUTMSG with an action routine
1058 1185 1     address of a routine to write the formatted string to DBG$OUTPUT.
1059 1186 1     This routine checks the exception name to see if the exception is not
1060 1187 1     a hardware exception. If it is not a hardware exception 2 is sub-
1061 1188 1     tracted from the signal argument list count before calling SYSS$PUTMSG.
1062 1189 1     After SYSS$PUTMSG returns the original count is restored.
1063 1190 1
1064 1191 1 INPUTS
1065 1192 1     SIG_ARG_LIST    - The address of the signal argument list.
1066 1193 1
1067 1194 1 OUTPUTS
1068 1195 1     NONE
1069 1196 1
1070 1197 1 BEGIN
1071 1198 2
1072 1199 2 LOCAL
1073 1200 2
1074 1201 2     ORIG_ARG_COUNT,
1075 1202 2     INDEX,
1076 1203 2     EXCEP_NAME: BLOCK[%UPVAL,BYTE],
1077 1204 2     TABLE_VALUE: BLOCK[%UPVAL,BYTE];
1078 1205 2
1079 1206 2 MAP
1080 1207 2     SIG_ARG_LIST: REF VECTOR;      ! The input signal argument list
1081 1208 2
1082 1209 2 BIND
1083 1210 2     HARDWARE_EXCEP = UPLIT WORD(SS$ ACCVIO, SS$ ARTRES, SS$ INTOVF,
1084 1211 2     SS$ INTDIV, SS$ FLT0VF, SS$ FLTDIV, SS$ FLTUND,
1085 1212 2     SS$ DECOVF, SS$ SUBRNG, SS$ ASTFLT, SS$ BREAK,
1086 1213 2     SS$ CMODSUPR, SS$ CMODUSER, SS$ COMPAT,
1087 1214 2     SS$ DEBUG, SS$ OPCUS, SS$ OPCDEC, SS$ PAGRDERR,
1088 1215 2     SS$ RADRMOD, SS$ ROPRAND, SS$ SSFAIL, SS$ TBIT,
1089 1216 2     0): VECTOR[,WORD];
1090 1217 2
1091 1218 2
1092 1219 2 ! Get the original argument count and the exception name.
1093 1220 2 !
1094 1221 2 ORIG_ARG_COUNT = .SIG_ARG_LIST[0];
1095 1222 2 EXCEP_NAME = .SIG_ARG_LIST[1];
1096 1223 2 IF (.EXCEP_NAME [5]SS$FAC_NO] NEQ 0)      ! Not SYSTEM facility
1097 1224 2 THEN
1098 1225 2     SIG_ARG_LIST[0] = .SIG_ARG_LIST[0] - 2
1099 1226 2
1100 1227 2 ELSE
1101 1228 2     BEGIN
1102 1229 2     INDEX = 0;
1103 1230 2
1104 1231 2
1105 1232 2
1106 1233 2     ! This loop will exit with -1 if the exception name is not found.
1107 1234 2     ! In that case we must subtract 2 from the signal argument list
1108 1235 2     ! argument count before calling SYSS$PUTMSG.
1109 1236 2
1110 1237 2     IF (WHILE (.HARDWARE_EXCEP[.INDEX] NEQ 0) DO
```



```

: 1111      1238      5      BEGIN
: 1112      1239      5      TABLE_VALUE = .HARDWARE_EXCEP [.INDEX]; ! pick up next value
: 1113      1240      5
: 1114      1241      5      IF (.EXCEP_NAME [ST$V_MSG_NO] EQL .TABLE_VALUE [ST$V_MSG_NO])
: 1115      1242      5      THEN
: 1116      1243      5          EXITLOOP 0;
: 1117      1244      5
: 1118      1245      5          INDEX = .INDEX + 1;
: 1119      1246      5      END
: 1120      1247      5      )
: 1121      1248      5      THEN
: 1122      1249      5          SIG_ARG_LIST [0] = .SIG_ARG_LIST [0] - 2;
: 1123      1250      5
: 1124      1251      5      END;
: 1125      1252      5
: 1126      1253      5      SYSS$PUTMSG (.SIG_ARG_LIST, DBG$OUT_MESSAGE, 0);
: 1127      1254      5      SIG_ARG_LIST [0] = .ORIG_ARG_COUNT;
: 1128      1255      5      END;
```

```

                                .PSECT DBG$PLIT,NOWRT, SHR, PIC,0
040C 04AC 04A4 049C 0494 048C 0484 047C 0474 000C 0004C P.AAJ: .WORD 12, 1140, 1148, 1156, 1164, 1172, 1180, - :
0454 044C 0444 043C 0434 046C 042C 0424 041C 0414 00060 1188, 1196, 1036, 1044, 1052, 1060, 1068, - :
                                0000 0464 045C 00074 1132, 1076, 1084, 1092, 1100, 1108, 1116, - :
                                1124, 0
```

HARDWARE\_EXCEP= P.AAJ

```

                                .PSECT DBG$CODE,NOWRT, SHR, PIC,0
                                003C 00000
                                52      04      AC      D0 00002      .ENTRY      DBG$PUTMSG, Save R2,R3,R4,R5 : 1181
                                55      62      D0 00006      MOVL      SIG_ARG_LIST, R2 : 1222
                                53      04      A2      D0 00009      MOVL      (R2), ORIG_ARG_COUNT : 1223
00      53      0C      10      ED 0000D      MOVL      4(R2), EXCEP_NAME : 1224
                                1E      12 00012      CMPZV     #16, #12, EXCEP_NAME, #0
                                50      04 00014      BNEQ      2$
                                51 00000000'EF40 3C 00016 1$:      CLRL      INDEX : 1230
                                12      13 0001E      MOVZWL     HARDWARE_EXCEP[INDEX], R1 : 1237
                                54      51      D0 00020      BEQL      2$
                                54      53      AD 00023      MOVL      R1, TABLE_VALUE : 1239
                                FFF8 8F      51      B3 00027      XORW3     EXCEP_NAME, TABLE_VALUE, R1 : 1241
                                07      13 0002C      BITW      R1, #85528
                                50      D6 0002E      BEQL      3$
                                E4      11 00030      INCL      INDEX : 1245
                                62      02      C2 00032 2$:      BRB      1$ : 1237
                                7E      D4 00035 3$:      SUBL2     #2, (R2) : 1249
                                00000000G 00      9F 00037      CLRL      -(SP) : 1253
                                52      DD 0003D      PUSHAB    DBG$OUT_MESSAGE
                                03      FB 0003F      PUSHL     R2
                                62      55      D0 00046      CALLS     #3, SYSS$PUTMSG
                                04      00049      MOVL      ORIG_ARG_COUNT, (R2) : 1254
                                RET : 1255
```

; Routine Size: 74 bytes, Routine Base: DBG\$CODE + 06BD

: 1129 1256 0 END ELUDOM

## .EXTRN LIB\$SIGNAL

## PSECT SUMMARY

Name	Bytes	Attributes
DBG\$GLOBAL	4	NOVEC, WRT, RD, NOEXE, NOSHR, LCL, REL, CON, PIC, ALIGN(2)
DBG\$OWN	28	NOVEC, WRT, RD, NOEXE, NOSHR, LCL, REL, CON, PIC, ALIGN(2)
DBG\$PLIT	122	NOVEC, NOWRT, RD, EXE, SHR, LCL, REL, CON, PIC, ALIGN(0)
DBG\$CODE	1799	NOVEC, NOWRT, RD, EXE, SHR, LCL, REL, CON, PIC, ALIGN(0)

## Library Statistics

File	----- Total	Symbols Loaded	----- Percent	Pages Mapped	Processing Time
-\$255\$DUA28:[SYSLIB]LIB.L32;1	18619	66	0	1000	00:01.8
-\$255\$DUA28:[DEBUG.OBJ]STRUCDEF.L32;1	32	0	0	7	00:00.1
-\$255\$DUA28:[DEBUG.OBJ]DBGLIB.L32;1	1545	42	2	97	00:01.9
-\$255\$DUA28:[DEBUG.OBJ]DSTRECRDS.L32;1	418	1	0	31	00:00.3
-\$255\$DUA28:[DEBUG.OBJ]DBGMSG.L32;1	386	3	0	22	00:00.3
-\$255\$DUA28:[DEBUG.OBJ]DBGGEN.L32;1	150	9	6	12	00:00.3

## COMMAND QUALIFIERS

: BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIC=LIS\$DBGEXC/OBJ=OBJ\$DBGEXC MSRC\$DBGEXC/UPDATE=(ENH\$DBGEXC)

: Size: 1799 code + 154 data bytes  
: Run Time: 00:34.9  
: Elapsed Time: 01:52.4  
: Lines/CPU Min: 2160  
: Lexemes/CPU-Min: 16592  
: Memory Used: 384 pages  
: Compilation Complete



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